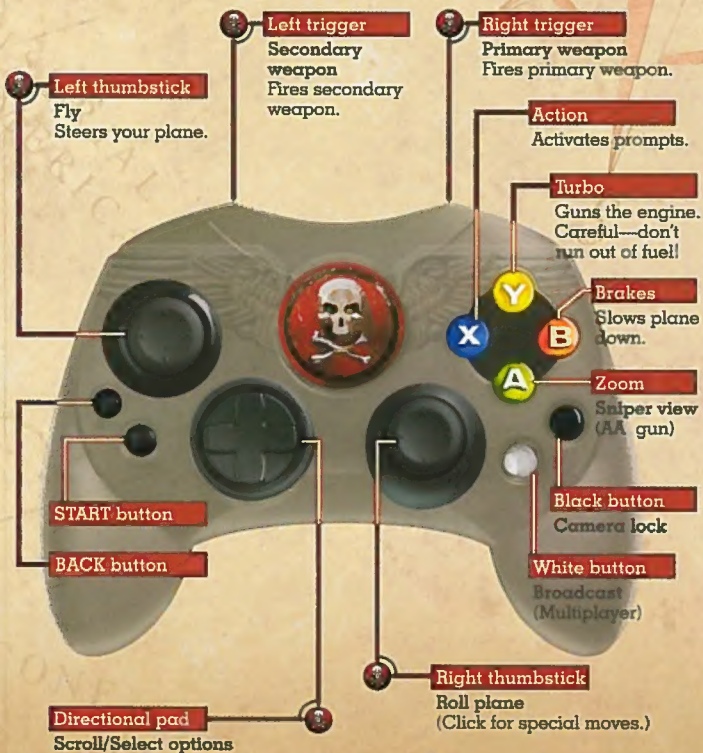


Xbox Controller Map



1003 Part No. X10-16926



fasa studio



Get the strategy guide
primagames.com

Microsoft
game studios

XBOX

LIVE ONLINE ENABLED

CRIMSON SKIES

HIGH ROAD TO REVENGE



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Contents

No More USA	2
Pirate Time	3
It's Good to Have Friends	4
Jokers to Watch Out For	6
Our Mission	8
Rethink, Reload	9
Where to Find Loot	10
Planes	14
Dogfighters	14
Interceptors	15
Zep Killers	16
How to Fly	18
Quick Tips	18
Secondary Weapons	19
Xbox Live!	22
Multiplayer!	23
Where to Fly	26
Xbox Controller Map	28
Heads Up Display (HUD)	30
Credits	31
Warranty	32
Customer Support	33

No More USA

I miss the United States. I remember when you could drive from state to state... before Texas seceded from the Union and when the U.S. was whole.

But America no longer exists. She's split into regional nation-states; the militias that formed to defend each nation haven't stopped fighting each other. As they isolate themselves from their neighbors by demolishing roads and bridges, the airplane and the zeppelin have replaced the car and the train as the only reliable way to move passengers and cargo from one nation to another.

As the nations make war in the air, so too have air militias and air pirates taken to the skies to seek—and steal—their fortunes. There is no federal law anymore; whoever can protect him- or herself wins—which, looking on the bright side, makes it great for me and my gang, the Fortune Hunters.

Newspapers and magazines write about me—they seem to think I'm some kind of hero. "Fighting for the sense of individual freedom and adventure that was lost during the Great Depression and the collapse of central government," blah blah blah. I don't know about all that—I'm just trying to even the odds for the underdog and make a little money along the way.



Pirate Time

Money. People like mega-millionaire William Harriman have a lot of it, and my air pirates need some of it. We're not greedy—we only take from those who can afford it. Sure, it's not an entirely honest living, but since the stock market crash and the Great Depression, you have to do what you can to make it, and what we do best is fly rings around other pirates, militia, cops, and private security in our souped-up planes.

Anyway, rich people just love to tool around in those big, lush zeppelins. Zeps fly along in stately procession, providing a great aerial platform for operations, or for plundering. Our Pandora is one of 'em. It's got everything our pirate band needs: shelter, sustenance, and space to plan the next caper. But I still catch myself eying all those other zeps flying around. Most of them look like they're holding some tempting loot...



It's Good to Have Friends

That's my life, but no pirate operates alone. To get the big payoffs, you have to have some help—which means finding people you can trust. These days, that can be hard to do. I'm lucky, though. I found some people who are hungry like me, can fly straight, and won't stab me in the back. I call them the Fortune Hunters.

***Every gang needs a leader though.
That's where I come in....***

Nathan Zachary

My name was "Natan Zingari" before I changed it. After growing up wandering from place to place in the southwestern United States, I joined the Escadrille Lafayette (a French air war squadron in the Great War) at 16 and fought in Europe under the legendary ace Eddie Rickenbacker. My military career was brief as my plane was brought down by a lucky shot. Then the Germans stuck me in a POW camp to rot. While I was there, I met Dr. Fassenbiender, who became a dear and lasting friend.

I didn't want to wait until the war ended to leave the place, so I escaped. The only place to go was Russia. From there, I managed to finesse my way into Oxford, and after graduating, I returned to the good ol' USA. I put what I learned into action and made a fortune on Wall Street. The crash of '29 hit me hard—almost knocked me all the way down to the street. There was no way I could rejoin the legit world, so I formed the gang. Together, we put the hurt on some fat cats and slowly but surely I've been getting back the fortune I lost.



"Brooklyn" Betty Charles

Betty is our newest member; she has a crush on me, I'm sure of it. I can't say I don't give some of that back—she's quite a looker. Betty grew up in a rough neighborhood in Brooklyn, then her mother sent her to her aunt and uncle's in Minnesota. That's where she learned how to fly her uncle's crop dusting plane. After a stint as a wing walker in the circus, Betty left to become a commercial pilot, which is when I met her. I could tell she was longing for adventure, so I offered her a position in the Fortune Hunters.



Big John

Big John is a natural pilot, and even better, a trustworthy friend. He's a gentle giant, but he grew up in a tough world and is nobody's fool. He honed his skills first with the Rangers in Texas; now he tends to identify with the underdog in any situation. He's a man of few words: Some think that makes him mysterious; I think he just does his talking with his flying.



Dr. Fassenblender

Dr. Fassenblender is a scientist who was forced to work on rocket planes for those bloody fascists in Europe during the war. His refusal to develop new technology for them eventually landed him in the German POW camp where we met. We became fast friends, and hooked up again after we had eventually found our separate ways back to North America. He resumed his work—this time on new technology for the Fortune Hunters. His best development is a new fuel injection system, which promises to make our planes more powerful and efficient. I can't wait to use it to soup up my Devastator.



Jokers to Watch Out For

These are just a few folks to watch out for...

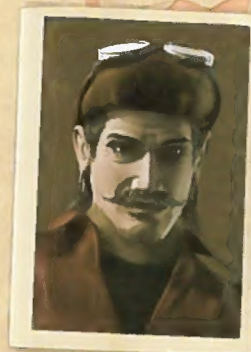
Jonathan "Genghis" Kahn

Kahn used to be a friend—now he stands in the way of what the Fortune Hunters want. He's Chicago's kingpin, and heads up our rivals, the Red Skull Legion. He stops at nothing to get what he wants. I've heard rumors that he's hiding a huge zep right in Chicago somewhere, and his thugs are just waiting to take us all out. I have a feeling we're not done with each other... yet.



Louis "Wild Card" Thibodeaux

Thibodeaux is a complex man guided by one force: the urge to become very rich, even richer than me. We're alike in that we know the quickest way to it: air piracy. That's why he formed yet another rival air-pirate gang, the Ragin' Cajuns. To his friends, Thibodeaux is a calculating mastermind of the Big Plan. To his enemies, he's a deadly and merciless adversary. Thibodeaux began his career as a gambler in the Louisiana bayou and has proven himself to be extraordinarily good at it, even today. He's also the luckiest man I've ever met—he can draw just the right card at the right time, which is how he got his call sign "Wild Card." Thibodeaux even became the leader of the Ragin' Cajuns through shrewd gambling and complete luck. Now he's busily occupied with smuggling, bootlegging, and straight-up piracy.



Maria "Bloody Mary" Sanchez

The raven-haired beauty Maria is a complete mystery. All we know is that she owns a repair shop out in the Arixo desert. She's an incurable thrill seeker and not above using her looks to get what she wants. She's known to live a dangerous, reckless life. I wouldn't mind getting a little reckless with her myself. But she's nobody's fool; I'd have to earn her respect—I'm not used to that! Heck, it'd probably do me good, though.



Our Mission

Our mission as Fortune Hunters started out pretty simple: Get back the loot we lost. But then things started getting crazy and now I'm just trying to make things right. I mean, a person can only take so much before the need for revenge takes over. This is where you come in—you can help us. Here are some things you can do:

- **Steal planes**
- **Blow away rivals with an anti-aircraft gun**
- **Rob some of those tasty big zepps hovering everywhere**

Remember, everything comes with a price. The harder we try to capture the loot, the more enemies show up. Fly a fast plane, need frequent repairs. Lose touch with comrades, and be forced to go it alone. That's why we have a home base.



Rethink, Reload

Pandora is what we call home. This is where we retreat to swap planes, swap stories, take a breather. It's where I go to figure out what to do next. I can always count on Pandora as a place where I can...

- **Hook up with my Fortune Hunters to figure out our next mission**
- **Check out our inventory of planes**
- **Upgrade the planes in our arsenal**



Where to Find Loot

Air pirates know all the best places to find riches to take and resources to plunder. Here are the areas where we operate, and here's what I know about them.



Sea Haven

This gem is in the Nation of Hollywood. It's a beautiful place to moor a boat, and a lot of rich people come and go. Take a look at the lush landscape, and the beautiful waves lapping up on the beach...

So of course Sea Haven's a juicy target for pirates and other thugs. And look for those cargo and passenger zeps passing through. Take this down; you've got to know a few other things about Sea Haven...


Pirates

I'm always running into some of the Ragin' Cajuns, or other louts like them. They think nothing of harassing innocent businessmen. Or lifting cargo that's not theirs. (Hey, it's different when I do it. Finders keepers.) So keep your wits about you—look for loot and who you might have to fight for it! Either you'll escape with the goods, or you'll earn some cold, hard cash.

AA guns

All those pirates, all that loot. Some of that loot has to be protected, some has to be pilfered. You might find it, well, *advantageous*, to man an anti-aircraft gun to shoot away your rivals. So look around Sea Haven for the AA guns. (*Hint*: Some are high in the mountains; some are down floating on the water.)

Service stations

 Even planes need a little R&R. If you've got the cash, stop in at your friendly local service station. You can get fixed up in no time, and be ready to take on the world again.

You'll find the Sea Haven service station down in the basin, inside the mountains.



Zeppelins

Whether it's our own Pandora or some other behemoth in the sky, big zeps get my attention. I like to circle around them, because you can always find something useful. You'll see what I mean.

Stationary targets

Those Ragin' Cajuns are a crafty bunch. They even have guard towers, where they can keep an eye on intruders. Who do they think they are, anyway?

Well, with a well-placed shot or two, I can take out those targets. Whether it's in Sea Haven or somewhere else, you have to be ready for those silent, deadly structures.

Volcanoes

What would a paradise be without some fiery volcanic action? And what do you suppose we might find underneath that hot magma?

Take note, my fellow pirate. Life is full of opportunities and challenges. Wherever you are—mountains, desert, sea, or sky—keep a lookout for your friends and enemies. How you get the job done is up to you, and the tools you choose.

Arixo

Arixo is the nation that used to be Arizona and New Mexico. Run by the Arixo Indians, it's in a tight spot politically and literally, sandwiched between the Republic of Texas and the nation of Utah. Arixo is a favorite for pirate gangs because there are lots of places to hide out. You can enjoy some peace and quiet—while planning your next move. Rumor is there's more in the ground than worms.



Chicago

Chicago, in the Industrial States of America, is a hopping town, packed with skyscrapers, planes, and elevated trains. It's more hazardous to fly through the streets of Chicago than it is to weave through the canyons of Arixo.



Lost City

Not much is known about this place, but we have learned that it's another treacherous stretch of land. Large tunnels were part of some lost city, and they're big enough to fly through—even get lost in.



Planes

Seems like everyone in North America flies now. With no roads and no railways, planes are the best way to get around, especially from one nation to another.

Every pirate gang, militia, and nation tends to favor one plane over another. The Red Skull Legion likes the Brigand, the Nation of Hollywood flies the Firebrand, the Navajo go for the Fury and the Desert Fox. If you see one of these planes in the sky, you can guess who's at the controls.

There are three types of aircraft out there: dogfighters, interceptors, and zep-killers. Each type does a specific job really well, and you've got a lot of models to choose from. Here's my basic advice on the planes. They're not all here, but you get the general idea. You'll have to discover more as you fly.

Dogfighters

My Fortune Hunters prefer these planes for aerial combat. They're great for mixing it up with the bad guys. Dogfighter planes are good all-purpose aircraft. As you get to be a better pirate, you'll have more dogfighting planes to fly. These are just a taste.

Devastator

My Devastator is a fighter-bomber manufactured by Hughes Aviation, and it was a radical design when it came out in 1932. Its propeller is at the back of the plane (called a "pusher") and its elevators are located at the front. It doesn't have a tail, so it uses rudders, located under the wings instead, to help crank it around in turns. Looks weird but flies great.



Primary weapon: Four machine guns
Secondary weapon: Magnetic rockets

Characteristics of Dogfighters

Plane	Speed	Agility	Firepower	Strengths / Weaknesses
Devastator	Good	Good	Good	Great all-purpose fighter-bomber. Equipped for primary & secondary weapons only.

Characteristics of Interceptors

Plane	Speed	Agility	Firepower	Strengths / Weaknesses
Desert Fox	Excellent	Fair	Good	Fast, fast, fast! Goes fast, but turns slow.

Characteristics of Zep-Killers

Plane	Speed	Agility	Firepower	Strengths / Weaknesses
Brigand	Fair	Fair	Excellent	Guns in front and back make this plane double the trouble! If you're fighting with a Brigand, watch out for those guns!

Interceptors

The fastest planes in the sky. May lose a bit in firepower and maneuverability, but they make up for it in speed.

Desert Fox

The Desert Fox is both fast and heavily armed. It can skim across the dunes at lightning speed, so you can take out opponents before they know what's hit 'em.

Primary weapon: Four machine guns
Secondary weapon: Mini-rockets



Zep-Killers

These babies are the heavy iron. They might not move very fast or turn very sharp, but let me tell you, zep-killers are nearly impossible to bring down, and they're loaded with firepower. They really bag those zeppelins.

Brigand

The Brigand is very popular because of its reliability and rugged construction. It's small but heavy and well-built. Guns in front and a turret in back make chasing Brigands a bit of a problem. If you're chasing one, just keep yourself at the Brigand's 5 o'clock position, and you'll do OK. If you're flying one, those big guns in the back give you an advantage.

Primary weapon: Quad cannons

Secondary weapon: Concussion rocket



Specialty Planes

Some planes defy categorization because of their specialized functions. Here are two of my favorites.

Mini-Gyro

These little guys are more of a threat than most pirates give them credit for. Their firepower is weak, but they can turn on a dime. They're slow, so they're easy to catch, but once you catch a mini-gyro, it's tough to get a good aim on it. It's got great sniper capabilities, too. While you're trying to get a bead, it'll fly around you in circles, nickel-and-diming



you to death. But if you can get your guns on one, it falls apart after a few good shots.

Primary weapon: Twin machine guns

Secondary weapon: Sniper cannon

Seaplane

The Seaplane is a versatile machine—Thibodeaux likes it. It's really handy for water operations, like boarding ships or taking out coastal guards. The Seaplane is rugged enough for the high seas, but nimble enough to engage in some air-to-air combat, too. And, it's been known to down a Zep or two...

Primary weapon: Twin cannons

Secondary weapon: Triple missile



But What About the Other Planes?!

In the course of a quest, you'll find you can upgrade your plane, or find other aircraft to um... liberate.



Stealing a plane's pretty easy. Look around for a blinking icon of an airplane parked somewhere. Fly close enough to the plane, press the X button, and jump into your new ride!



Upgrading is pretty easy, too. Look for the upgrade tokens (you see 'em everywhere), or get them awarded to you for completing missions. Take those tokens and your cash to the Pandora, and buy yourself an upgraded plane.

How to Fly

All of my Fortune Hunters are expert aviators—you've gotta be when you fly at high speeds through canyon gaps no wider than a doorway. But it's really instinct that makes a great pilot. Controlling the plane is easy: Just steer where you want to go, and you're there. You can also speed up for a short time by pressing the **Y** button, or slow it down with air brakes by pressing the **B** button. If bad guys are bearing down on you, try some special moves (see how below). That's all there is to it. You still need the guts to sit in the cockpit and take the big risks for big money—but that's what being a pirate is all about.

Showing Off with Special Moves

So, you want to fly with the best? Try some special moves. Pull off death-defying rolls, the famous Immelmann, and other tricks designed to get you out of trouble. Just click the Right thumbstick, then move it to one side or the other. You'll get a different move depending on the combination. Go ahead, give it a try!

Quick Tips

- **In a dogfight**, press **B** to make a tighter turn. But don't sit on the brakes! Tap **B** once or twice, and then zero in.
- **If the enemy** is behind you, slam out an Immelmann to turn around on him. (Click and move your right thumbstick.)
- **Don't be afraid** to roll your airplane to get through tight spots, like canyons, in between buildings, or around other airplanes. Use the Right thumbstick to roll your plane.



Boost your Health by flying into this icon.



Service station Fly to this icon to get your plane fixed or tuned up.

Secondary Weapons

No pirate is satisfied with a stock plane. You have to soup it up. Luckily, Dr. Fassenbiender developed something very tasty: Each plane has its own, unique secondary weapon. Find out all its characteristics when you choose your plane. Don't have enough ammo? There are balloons suspended in out-of-the-way areas, with crates dangling from them. Fly to one and your ammo increases automatically. You can tell what a secondary weapon does by its shape and color. Each one can only be used a few times, so we've learned to use 'em carefully.



Fireball cannon Burns enemy planes with a big blast of fire. The enemy plane catches fire and burns for a few seconds, causing damage.



Tesla Cannon A sneaky weapon that shoots an arc of electricity, which latches onto a plane, overloading its electrical system and causing damage.



Rocket Swarm A small bunch of tiny rockets that can damage several enemy planes at once (if your aim is good enough).



Concussion Rockets Not terribly maneuverable, but they have a powerful warhead capable of damaging multiple targets in one huge explosion.



Re-arm Boost your ammo by flying into this icon.

AA Gun

Sometimes the best weapon for the job isn't on your plane at all. It's on the ground, in the form of a big ol' powerful anti-aircraft gun. AA guns are great for holding position and taking care of enemy airplanes. You can control some guns; other guns just shoot at you when you're in the air.

Action	Control	Move
Aim left	Left thumbstick	Move left
Aim right	Left thumbstick	Move right
Aim up	Left thumbstick	Pull back
Aim down	Left thumbstick	Push forward
Next gun	B button	Selects next gun
Previous gun	Y button	Selects previous gun
Zoom	A button	Zooms view
Fire primary	Right trigger	Fires primary gun
Get out of gun	X button	Exits gun



Xbox Live!

Take *Crimson Skies Beyond the Box* with Xbox Live!

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

Before you can download the latest content for *Crimson Skies*™, you need to connect your Xbox console to a direct or shared high-speed/broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect and select your country. If you need more help go to <http://www.xbox.com/live> or call 1-800-4MY-XBOX.

Downloadable *Crimson Skies* Content

If you are an Xbox Live subscriber, you can download the very latest content (such as new levels, missions, weapons, planes, and more) to your Xbox console.

Multiplayer!

Flying on your own is great, but flying with (or against?!) friends is even better. You can wreak all kinds of havoc with *Crimson Skies: High Road to Revenge* multiplayer games!

Three ways to go...

There's nothing like getting into it with a bunch of other pirates—er, pilots—and you can do that in a few ways:

- | | |
|---------------------|--|
| Xbox Live! | 1 or 2 players on your Xbox for a maximum of 16 players on 16 Xboxes total. Broadband connection and Xbox Live account needed. |
| System link | Fly with other players using a System Link or crossover Ethernet cable that connects 2 Xboxes directly to each other. |
| Split screen | Up to four players, side by side, split screen. Get the command from the Multiplayer menu. |

Signing in to Xbox Live

When you're ready to sign in to Xbox Live, select **Multiplayer** from the Main Menu, and then select **Live**. Then select a user profile and an Xbox Live ID for each player signing in. At least one player must select a valid account with Xbox Live; then, an additional player can sign in as Guest. (Guests cannot use any voice capabilities.) When every player has selected a profile and an account, press the **A** button to sign in and enter the *Crimson Skies* Lobby.

Entering the Lobby

From the *Crimson Skies* Lobby, you'll see a number of options. **Note:** If you press the **B** button while in the *Crimson Skies* Lobby, you will quit the game. For players who are playing on one Xbox, pressing the **Black** button removes all players on that Xbox from the game.

- | | |
|--------------------|---|
| Quick Match | Find an opponent immediately by specifying the game type. |
|--------------------|---|

OptiMatch™	Find the perfect game by specifying the options you want to play.
Create Game	Create and host a game.
Friends List	View your current Friends List, see the online status of a friend, and invite a friend to play.
Stats	See statistics for the games you've played.
Download	Download new content such as new planes or maps.
Sign Out	Quit your game session and sign out of Xbox Live.
Online Options	Set your player state and other options.

Voice Capabilities

Using an Xbox Communicator, you can chat with other players while you play online. See the instructions that came with your Xbox Communicator for more information.

Friends List

You can add up to 100 other gamers to your Friends List. You can send and receive invitations from those friends, see if they're signed in, see which game they're playing, and more.

To add a player to your Friends List

1. From the Main Menu, go to the Game Lobby.
2. Press the **Y** button to bring up the Player Options menu.
3. Highlight the person you want to add and press the **A** button.
4. Select **Send Friend Request** from the list of options.

To mute a player

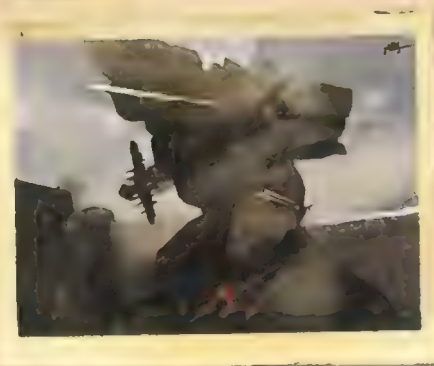
1. From the list of players, select the player you wish to mute.
2. Press the **A** button for options.
3. Change the Voice setting to **Mute**.

To invite a friend to join a game

1. Press **X** to go to the Friends menu.
2. Press **A** to go to the Options menu.
3. Select **Invite Friend to a Game**, then press **A**.
4. Highlight the friend's name and press **X** to invite.
5. Select all the friends you've invited, then press **A**.
6. Press **B** to return to the Friends menu.
7. Press **B** again to return to the Lobby.

Pick a Match...

Choose the match you like best. Shoot other planes down, steal the goods, team up with other flyers, whatever is your cup of joe.



Dogfight: It's a free-for-all battle for the skies! If you shoot someone down, you get a point, but if you plow into the ground, you lose a point. The player to hit the point limit first—or with the most points at the end of the time limit—wins!

Team Dogfight: Shoot down the enemy pilots, but be careful you don't shoot your buddies in the back! If you shoot an enemy down, you get a point for the team, but if you commit suicide or shoot down a teammate, you lose a point. The team to hit the point limit first—or with more points at the end of the time limit—wins!

Flag Heist: Capture the enemy team's flag and return it to your base—capturing the enemy flag is the only way to score. First team to hit the point limit or with more points at the end of the time limit wins!

Keep Away: Grab the artifact you want and the clock starts ticking, but watch out—everyone else wants it, too! Every second you have the artifact, you accumulate time. If your total time hits the required time limit, or if you have the most time at the end of the game's time limit, you win!

Team Accumulate: Grab the artifact you want for your team and the team clock starts ticking, and this time you've got your friends to protect you! If your team's combined time hits the required time limit or if your team has accumulated the most time at the end of the time limit, you win!



Wild Chicken: There's a wild chicken on the loose, and you've got to get it! Why? Because the other team wants it too, that's why! Shoot down planes from the other team for points, or capture the chicken for big points! Get that bird by running into it and returning it to your base. The team with the most points at the end of game time wins the game!

Where to Fly

You can't just fly off into the wild blue yonder without a clue—or a map. There's a map for every nation-state you'll

fly into, and once there, you and your pals will find lots to do! Here are some suggestions...

Sea Haven

Fly around the giant caldera surrounded by smaller islands during a moonlit night.

Recommended game: Wild Chicken!

Arixa

A giant winged statue dominates the landscape in this large map marked by deep and intertwined canyons.

Recommended game: Dogfighting!

Lost City

Fly inside the massive caverns of the Lost City, where you'll find giant statues, dinosaur bones, carved heads, lost temples, and secret passageways.

Recommended game: Flag Heist!

Chicago

Fly among and through the skyscrapers; keep an eye behind you for enemies, but keep the other eye out front so you don't fly straight into a wall!

Recommended game: Keep Away!

Windy City

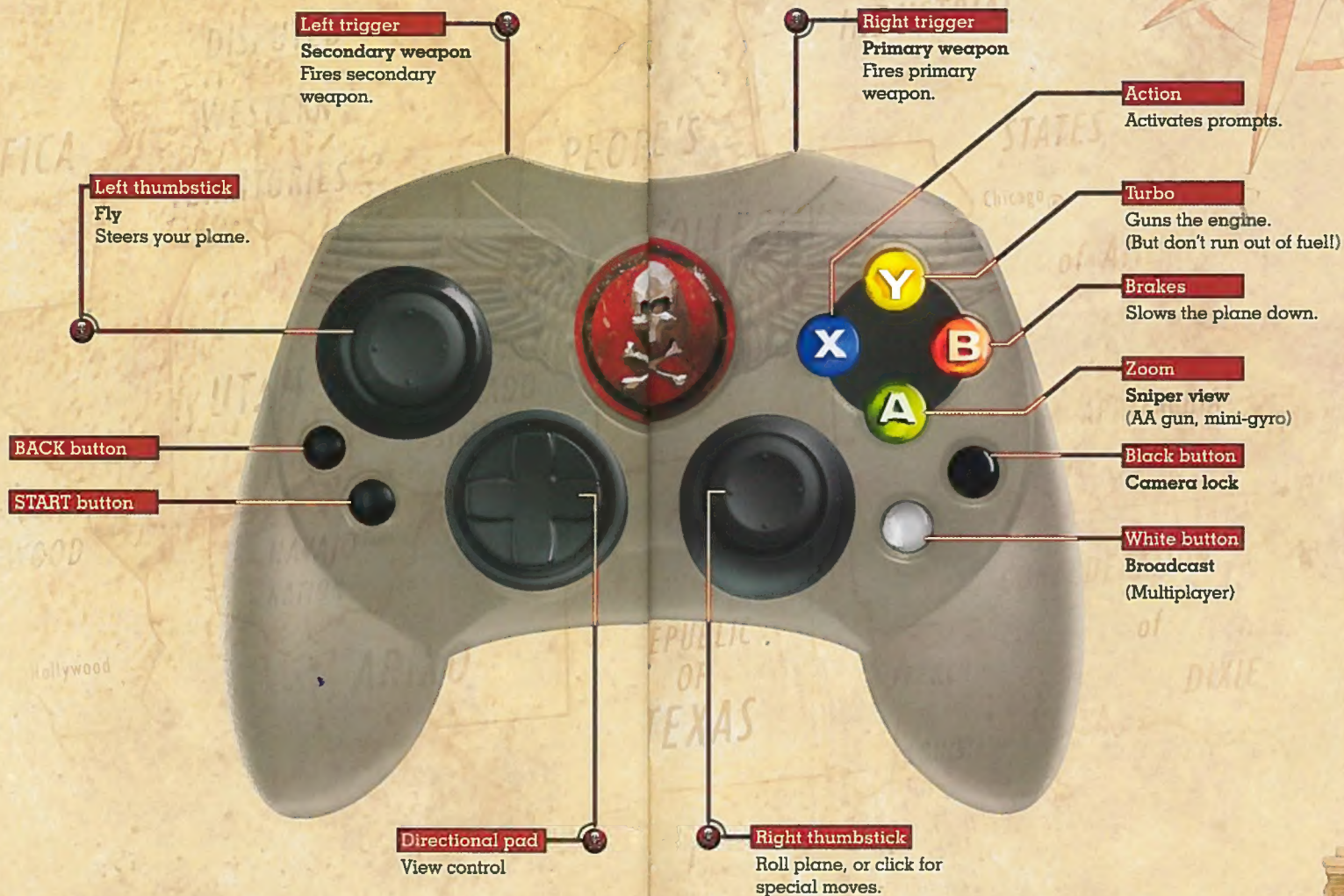
It's a dark and stormy night—and you're flying right through it. Watch out for thick fog, enemy bullets, and the freak lightning bolt!

Recommended game: Flag Heist!

Take Off!

Consider yourself pre-flighted and ready for takeoff. You're gonna love being an air pirate! Just keep your eyes peeled, your guns ready, and your airplane in sharp condition. Don't be shy about visiting the Pandora or the service station if you need some help or advice. The adventure is just beginning...

Xbox Controller Map



Heads Up Display (HUD)

LAKOTA
TERRITORY

Crosshairs

Helps aim your guns. If you're not supposed to shoot someone, it glows blue.

Armor

Indicates how much of your plane is undamaged. When armor runs out, your plane explodes.

Target brackets

Highlights enemies you can shoot down.



Objective

Displays your current objective.

Secondary weapon

Indicates which kind you have, and how many uses are left.

Credits

Project Leads

Group Lead: Jim Deal
Producer/Program Manager: Sean Gilmour
Design Lead: Bill Morrison
Art Director: Robert Olson
Cinematics/Story Lead: Matt Brunner
Development Lead: Jim Napier
Audio Lead: David Henry
Test Lead: Doug Jelen
User Testing Lead: Jason Schlar
User Experience Lead: Caitlin Sullivan
Marketing PM: Darren Trencher

Studio Leads

FASA Studio Manager: Dave Luehmann
Group Program Manager: Mitch Gitelman
Development Manager: John Yavin
Test Manager: James Moya
Group Art Director: Heinz Schuller
Product Planning: Jon Kimmich
Lead Marketing PM: David Reid
Admin. Ass'ts.: Natalie French, O'Mara Alexander

Art

Mike Barrette
Lawrence Brown ●
David Choi ●
Stephen Daniele
Elijah Evenson ●
Allen Freeman ●
Irvin Gee
Kevin Hanna
John Hermanowski
Eric Kruske
Derrick Moore ●
Gordon Nealy
Mark Nelson ●
Mark Selander
Patrick Shettlesworth
Fahmi Sjarief ●
Robert Standee ●
Robert Stein
Taylor Stewart ●
Judy Tallant ●
Marvin Washington ●

Cinematics/Animation

Charles Anderson
Kasey Quevedo ●
Randy Reeves

Pre-rendered Cinematics

Blur Studio Inc.

Effects

Michael Bray ●
Jef Johnstone

Script/Story

Jeff Howell ●

● = ArtSource

○ = Volt

● = S&T OnSite

● = Kelly Services, Inc.

Designers

David Abzug
David Bennett ●
Christopher Blohm
Dan Carver
Tim Huntsman
Paolo Malabuyo
Sage Merrill
Kevin Myers ●
Jose Perez
Brian Yeung ●

Development

John Anderson
Dan Foy
Nicolas Gauvin
Peter Giokaris
Patrick Schreiber

Testing

Paul Grimes
Matt Kellner ○
Brian Moore ○
Jeff Palmer ○
Paul Shinoda
Pete Stephens ○
Matt Alderman
Sid Patel

User Testing

Group Lead: Michael Medlock
Project Lead: Keith Steury

Localization

Localization Product Managers:
Clare Brodie ○
Jason Olson ○
Lief Thompson

User Experience

Writers: Eric Haddock ○
Jack Turk, Kit Warfield
Editor: Laura Hamilton
Manual Design:
Todd Lubsen, Carol Walter ○

Audio

Composer: Stan LePard
Voice Casting: Blindlight LLC
Talent:
Nathan - Tim Omundson
Betty - Tasia Valenza
Maria - Nika Futterman
Big John - Wally Wingert
Kahn - Keith Szarabjka
VanEsse - Charles Dennis
Doc Fassenbeinder - Neil Ross
Thibodeaux - Jimmie Woods

Project Support

Scott Hirmle
Steve Kastner

Special Thanks:

Marty Blake, Vic Bonilla, Rob Brown, Hal Bryan, Jacky Chan, Sam Charchian, Craig Cook, Tim Duzmal, Shawn Firminger, Michelle Gamboa, Richard Gardner, John Hansen, Christine Hill, Steve Lacey, James Miller ●, Ray Patrick, Mike Pondsmith, Marcus Pregent ●, Michelle Schultz-Schraud, Andrew Silverman, Todd Squire, Keith Steury, Greg Swanson, Eric Trautmann, Jo Tyo, Jim Veervoert, Jeannie Volrin, Jordan Weisman, Matt Whiting, WizKids, Carla Woo ●, Tony Zander, Zygo, and the Localization teams in Dublin, Tokyo, Seoul, and Taipei.

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. **TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE.** Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

Get an Edge on the Game!

Xbox Game Tips (Automated): Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Xbox Game Tips (Support Representative): Available 7 days a week including holidays.

- In the U.S., call 1-900-933-TIPS. \$1.40 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Important: Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

Games Technical Support: Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX.
TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.
TTY users: 001-866-251-26-21.

Note: Xbox game tips are not available from 1-800-4MY-XBOX. You must call Xbox Game Tips (Automated) or Xbox Game Tips (Support Representative) for tips, hints, or codes.

For more information, visit us on the Web at www.xbox.com

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, people and events depicted herein are fictitious and no association with any real company, organization, product, person or event is intended or should be inferred. Copying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

© & © 2003 Microsoft Corporation. All rights reserved.

Microsoft, the Microsoft Game Studios logo, OptiMatch, Xbox Live, Xbox, and the Xbox and Xbox Live logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

Manufactured under license from Dolby Laboratories.



Uses Blink Video. © Copyright 1997-2003 by RAD Game Tools, Inc.